A perfectly straight street is represented by a number line. The street has street lamp(s) on it and is represented by a 2D integer array lights. Each lights[i] = [positioni, rangei] indicates that there is a street lamp at position positioni that lights up the area from [positioni - rangei, positioni + rangei] (**inclusive**).

The **brightness** of a position p is defined as the number of street lamp that light up the position p.

Given lights, return *the****brightest****position on the street. If there are multiple brightest positions, return the****smallest****one.*

**Example 1:**

Chart

Description automatically generated

**Input:** lights = [[-3,2],[1,2],[3,3]]

**Output:** -1

**Explanation:**

The first street lamp lights up the area from [(-3) - 2, (-3) + 2] = [-5, -1].

The second street lamp lights up the area from [1 - 2, 1 + 2] = [-1, 3].

The third street lamp lights up the area from [3 - 3, 3 + 3] = [0, 6].

Position -1 has a brightness of 2, illuminated by the first and second street light.

Positions 0, 1, 2, and 3 have a brightness of 2, illuminated by the second and third street light.

Out of all these positions, -1 is the smallest, so return it.

**Example 2:**

**Input:** lights = [[1,0],[0,1]]

**Output:** 1

**Explanation:**

The first street lamp lights up the area from [1 - 0, 1 + 0] = [1, 1].

The second street lamp lights up the area from [0 - 1, 0 + 1] = [-1, 1].

Position 1 has a brightness of 2, illuminated by the first and second street light.

Return 1 because it is the brightest position on the street.

**Example 3:**

**Input:** lights = [[1,2]]

**Output:** -1

**Explanation:**

The first street lamp lights up the area from [1 - 2, 1 + 2] = [-1, 3].

Positions -1, 0, 1, 2, and 3 have a brightness of 1, illuminated by the first street light.

Out of all these positions, -1 is the smallest, so return it.

**Constraints:**

* 1 <= lights.length <= 105
* lights[i].length == 2
* -108 <= positioni <= 108
* 0 <= rangei <= 108